

WARNING: PHOTSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- eye or muscle twitches
- disorientation
- any involuntary movement
- altered vision
- loss of awareness
- seizures or convulsion.

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Avoid large screen televisions. Use the smallest television screen available.
 - Avoid prolonged use of the PlayStation®3 system. Take a 15-minute break during each hour of play.
 - Avoid playing when you are tired or need sleep.
-

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

NOTICE:

Use caution when using the DUALSHOCK®3 wireless controller and the PlayStation®Move motion controller motion sensor function. When using the DUALSHOCK®3 wireless controller or the PlayStation®Move motion controller motion sensor function, be cautious of the following points. If the controller hits a person or object, this may cause accidental injury or damage. Before using, check that there is plenty of space around you. When using the controller, grip it firmly to make sure it cannot slip out of your hand. If using a controller that is connected to the PS3™ system with a USB cable, make sure there is enough space for the cable so that the cable will not hit a person or object. Also, take care to avoid pulling the cable out of the PS3™ system while using the controller.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PS3™ system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PS3™ FORMAT DISC:

- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

3D TV DISCLAIMER:

PS3 system software v3.30 or higher, HD 3D television with compatible 3D active glasses and highspeed HDMI cable (sold separately) required for 3D features. Visit www.us.playstation.com/support/3D for details.

Some people may experience discomfort (such as eye strain, eye fatigue, or nausea) while watching 3D video images or playing stereoscopic 3D games on 3D televisions. If you experience such discomfort you should immediately discontinue use of your television until the discomfort subsides.

SCE recommends that all viewers take regular breaks while watching 3D video, or playing stereoscopic 3D games. The length and frequency of necessary breaks may vary from person to person – please take breaks that are long enough to allow any feelings of discomfort to subside. If symptoms persist, consult your doctor.

The vision of young children (especially those under six years old) is still under development. SCE recommends that you consult with a doctor (such as a pediatrician or eye doctor) before allowing a young child to watch 3D video images or play stereoscopic 3D games. Adults should supervise young children to ensure they follow the recommendations listed above.

When using any 3D enabled device with your PlayStation®3 system you should read the instruction manual for that device and check www.us.playstation.com/support/3D for updated information.

Consumer Service/ Technical Support Line 1-800-345-7669

Call this number for technical support, installation or general questions regarding PS3™ and its peripherals.
Representatives are available Monday – Saturday 6AM – 8PM and Sunday 7AM – 6:30PM Pacific Standard Time.

Online Setup Information

Wired Connection Setup

Plug one end of an Ethernet cord into the back of the PS3™ system, and plug the other end into an open slot on your router or modem.

Enter Setting on the XMB™ and select System Update to update your system with the latest version of its software.

To confirm your Ethernet connection is working properly, select Internet Connection Test from within Network Settings on the XMB™.

Wireless Connection Setup

If you have an available wireless connection, you can connect your PS3™ system to the Internet without an Ethernet cord.

Enter Setting on the XMB™ and select Network Settings. Choose Internet Connection Settings, select Easy for your setting method, and then select Wireless for your connection method. Choose Scan to have your PS3™ system search for, and then display, a list of available wireless networks.

NOTE: If your router supports AirStation One-Touch Secure System LAN setup, select Automatic for your setting method. If you follow the on-screen instructions, the necessary settings will be completed automatically.

Choose your wireless network via its SSID (the network name). Select your preferred network and the type of security it uses.

If your network uses a password, select if it is a WEP or WPA then enter the password. If your network does not have a password, select None for security. Save your settings when you are finished.

To confirm your connection is working properly, select Test the Connection.

NOTE: Depending on the network environment, additional settings for PPPoE, proxy server, or IP address may be required. For details on these settings, refer to information from your Internet service provider or the instructions supplied with the network device.



TECMO KOEI AMERICA CORP.

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Illustrations by Hirotaka Maeda

*The screenshots in this manual have been taken from a development version of the game.

*The game features described in this manual are subject to change.

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Manual Design: MIWA HAGIWARA

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For those interested in completing our product survey access the below URL:
<http://www.tecmokoeiamerica.com/survey/deception4/>

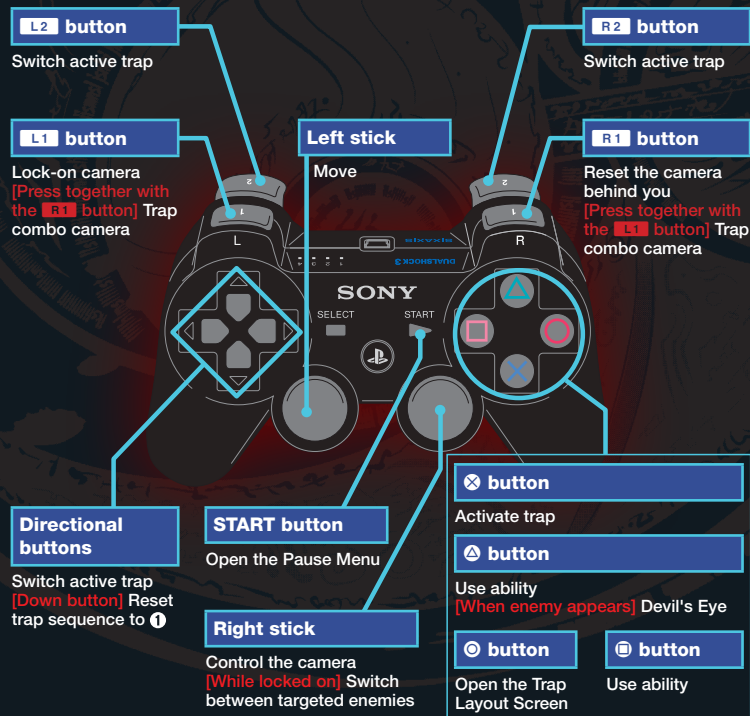
MATURE 17+



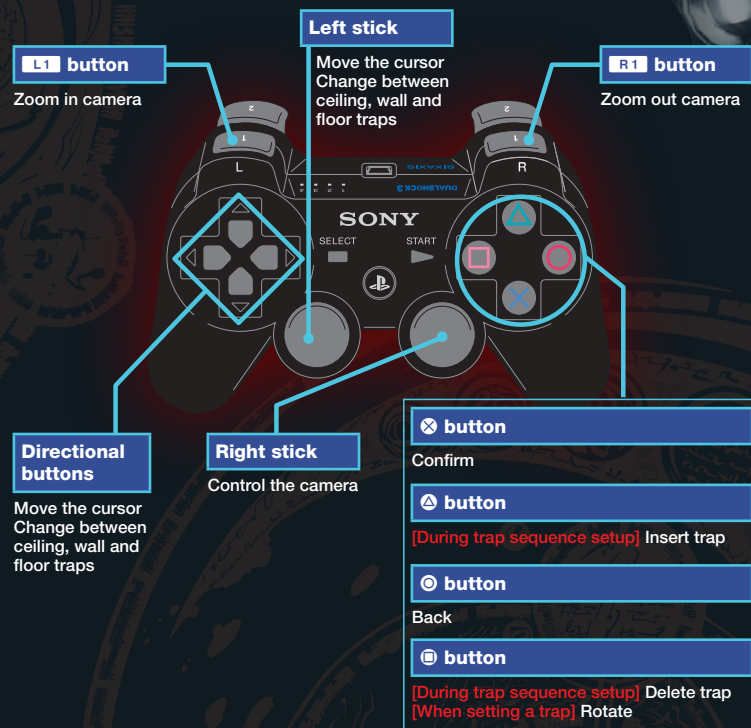
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Controls

Trap Battle controls



Trap Screen controls



*The controls within the Options menu are based on Type A controls.

*When using a DUALSHOCK®3 wireless controller, hold down the PS button to bring up a menu that can be used to turn the vibration function on and off. In order to utilize the vibration function, it must be turned to "On" within the menu.

Starting the Game

Beginning a Game

Pressing the START button on the Title Screen will bring up the Start Menu.



NEW GAME	Begin a new game from the beginning.
CONTINUE	Resume a previously saved game.
UPLOAD DATA	Upload your save data online.
DOWNLOAD DATA	Download save data that has been uploaded online.

Notes for when connecting online

By connecting online, you can experience the Cross-Quest mode as well as other features.

For more information on connecting online, please refer to the PlayStation®3 user's guide (<http://manuals.playstation.net/document/>) or the instruction manual that came with your network device. Additionally, when using a wireless LAN device, your connection may be affected if computers or other game devices are connected to it as well.

Saving & Loading

Saving

Save the progress of your current game.

You can save game data by selecting "Save" from either the Main Menu or the top menu for each mode.

* System data and Cross-Quest data are auto-saved.



Loading

Resume a previously saved game.

Select "CONTINUE" from the Start Menu and choose the save data you wish to resume playing.

Sharing data with the PlayStation®Vita system version

You can share save data with the version of Deception IV: Blood Ties for the PlayStation®Vita system. By selecting "UPLOAD DATA" from the Start Menu, you can upload your save data online. You can then download the data to your PlayStation®Vita system and continue playing. Conversely, save data from the version for the PlayStation®Vita system can be downloaded to your PlayStation®3 system.

*System data, replay data and Cross-Quest data cannot be shared.

Trap Battles

Viewing the Battle Screen



Trap sequence

You can activate the selected trap by pressing the **X** button. Once activated, the icon will move to the next numbered trap. You can use the left and right buttons, or the **L2** button and **R2** button to select a trap to activate.

Battle Flow

STEP 1 Set a trap

The enemy will appear. You can then press the **△** button to use the Devil's Eye and check information on them. Pressing the **⊙** button will enable you to open the Trap Layout Screen and place a trap.



STEP 2 Charge the trap

Once a trap has been set, it needs to be charged with magical power before it is ready. The length of time a trap needs to charge differs by trap. Once the charging is complete, the trap marker will glow.



STEP 3 Activate the trap

You can activate traps whose trap marker is glowing by pressing the **X** button. Press the **X** button when you feel the enemy has entered the trap's area of impact. If the trap is successful, it will inflict damage upon the enemy. The enemy's health gauge will decrease as damage is incurred.



STEP 4 Victory

You will achieve victory when all of the enemy's health has been depleted.

*The game will be over if your health reaches 0 due to taking damage from enemy attacks or from your own traps.



Abilities

Abilities are special powers that you can use during battle. At the start of the game, you can enable the Auto-Defense ability. By doing so, you will be able to automatically evade enemy attacks, but it will decrease the amount of Ark you receive by half. There are various abilities available, and you can obtain them with the Unbind Diabolica menu option.

Viewing the Trap Layout Screen

Pressing the **○** button during a trap battle will bring up the Trap Layout Screen.



Stage trap info
In addition to traps you can select and place yourself, there are also a variety of traps included with each stage. Select "Stage Trap Info" and press **ⓧ** to view the stage traps for the current stage and how to activate them.

Trap sequence
You can set as many traps as you have slots for. Use the directional buttons or left stick to select a trap and press the **ⓧ** button to place it. You can also edit previously placed traps.

Categories & Experience

Each trap is assigned a specific category: Elaborate, Sadistic or Humiliating. Every time you use a trap, you will earn points for its category. These points are added to your total EXP points after each battle and also determine which new traps can be unbound.

Setting traps

STEP 1 Select trap sequence slot

You can select a slot by using the left stick or the up and down buttons. The traps set in each slot will be activated in order of number.

*The number of slots will increase as the story progresses.



STEP 2 Select a trap

Select the trap you wish to set. You can move the cursor by using the left stick or the up and down buttons, and can switch between ceiling, wall and floor traps with the left and right buttons.



STEP 3 Select a location

Select a location to place the trap. You can use the left stick or the directional buttons to move the cursor and can place the trap by pressing the **ⓧ** button. For traps that can change direction, you can rotate them by pressing the **ⓧ** button.



Trap Mechanisms

There are 7 different types of trap mechanisms. Some enemies might be weak against certain trap mechanisms, while other enemies may have a resistance against them.

	Traps that drop vases or other items on enemies' heads
	Traps that crush enemies between two objects
	Traps that attack with boulders or other items
	Traps that attack with projectiles
	Traps that attack from the ceiling
	Traps that attack from walls
	Traps that attack from the floor